PlayStation

NTSC U/C

PlayStation

EVERYONE

CONTENT RATED BY ESRB

SLUS-01113GH
1002240.221.US

TABRON

THORNE

ROBINSON

FEATURING THE TONY HAWK'S PRO SKATER™ GAME ENGINE

MAT HOFFMAN'S PRO BMX™

ESCAMILLA

HOFFMAN

KOWALSKI

McCOY

NASTAZIO

ACTIVISION O2

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNOFFICIAL PRODUCT:

The use of unofficial products and peripherials may damage your PlayStation game console and invalidate your console warranty.

HANDLING YOUR PLAYSTATION DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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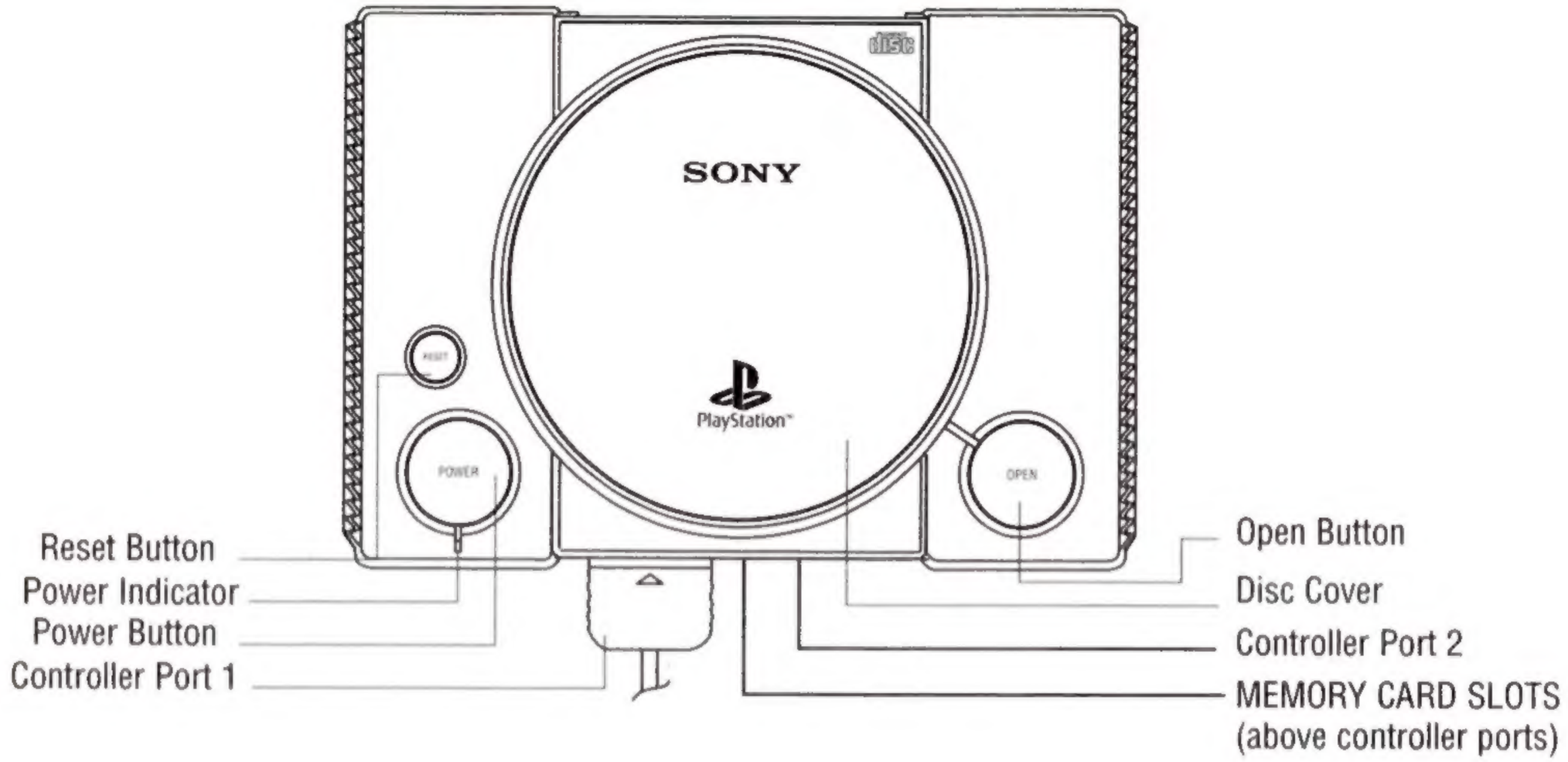


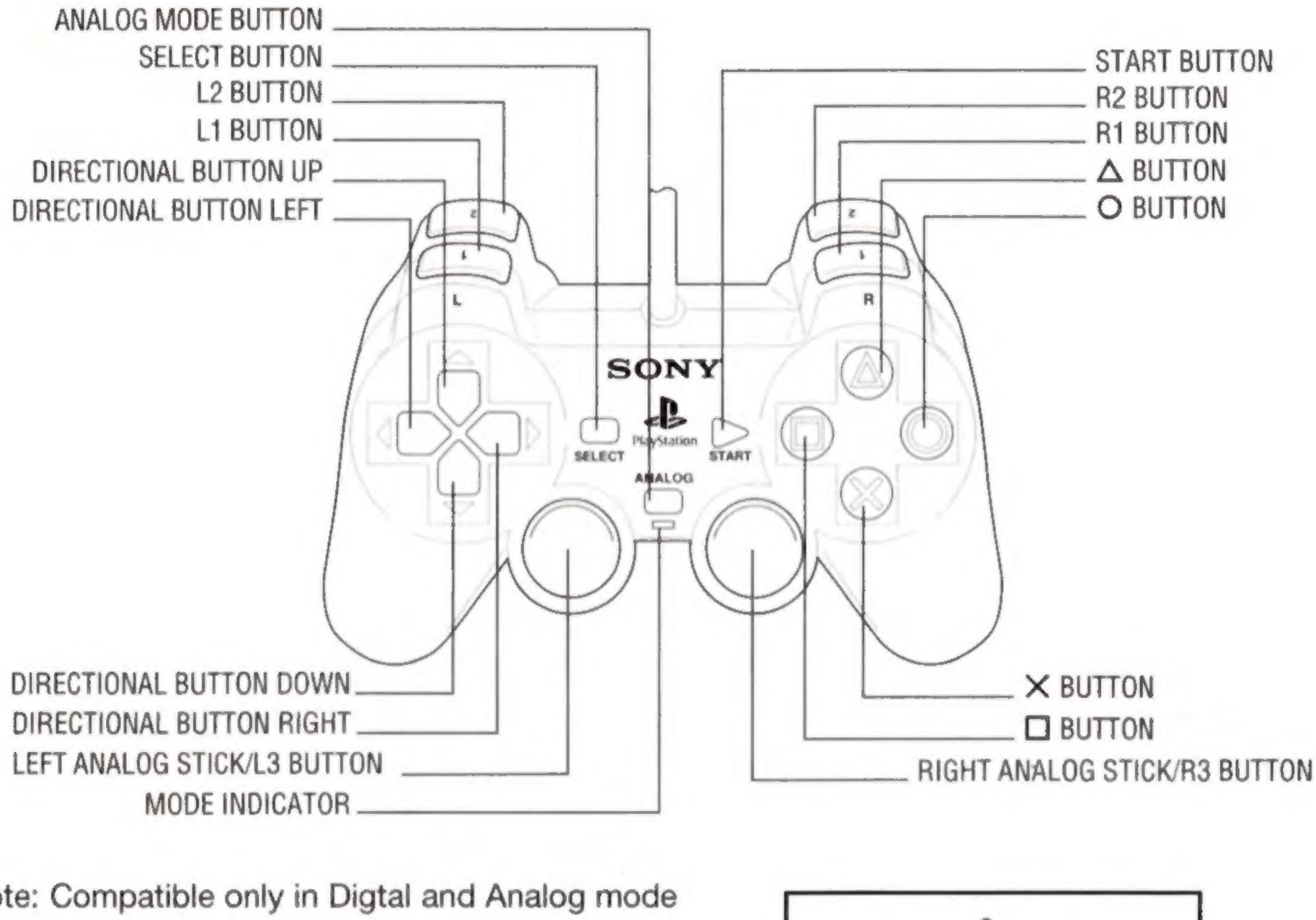
Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Mat Hoffman's Pro BMX disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

Note: It is advised that you do not insert or remove peripherals or memory cards once the power is turned on.

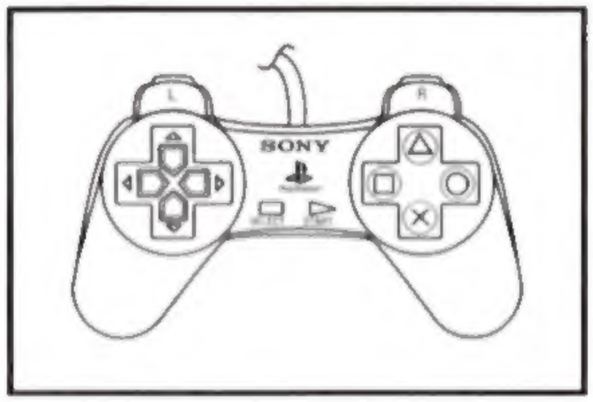
GAME CONTROLS

Mat Hoffman's Pro BMX supports the DUALSHOCK™ analog controller. When the ANALOG mode button is on, and the mode indicator is lit up, the left analog stick works the same as the directional buttons.

DUALSHOCK™ analog controller



Note: Compatible only in Digtal and Analog mode



NOTE: You may have a controller that looks like this, if so please follow the digital instructions outlined above.

L1– Fast Spin

L2 – Turn 180° to the Left While in the Air

R1 – Fast Spin

R2 – Turn 180° to the Right While in the Air

□ – Quick Trick

△ – Grind/Stall

○ – Air Trick

✕ – Pedal/Bunnyhop

START – Pause Menu

MENUS

To select a menu option, follow the on-screen button prompts and press ✕ to accept and △ to go back to navigate through the menu options.

GAME RESET

To abort a game in progress, press the **START** button to pause the game. Choose **End Run** and then choose **Quit**. You will be given the opportunity to save. Choose **Yes** if you wish to save your progress or **No** if you don't want to save. From here you'll be returned to the Main Menu.

SOFT RESET

You can reset at any time during gameplay to the Start Screen by holding down the **SELECT** button then pressing and holding the **START** button for two seconds.

PLAY CONTROLS

Speed Up: Hold down ✕ and press ⇧.

Bunny Hop: Hold then release ✕ to bunny hop. The longer ✕ is held, the higher you will bunny hop.

Manuals: Tap ⇧⇩ or ⇩⇧ (nose manual) when riding or landing. ⇧ and ⇩ must then be used to balance.

While riding backward (fakie), either press ✕ to bunnyhop 180° or tap ⇧ to turn around.

Use the directional buttons to steady your landing when approaching at extreme angles.

TRICK CONTROLS

The following are the default set of tricks. For each rider a few of these tricks will differ, depending on the riders' style. These unique tricks are listed in THE PROs section.

When in the air tap ○ or □ plus a directional button to do tricks.

(Example: □ + ⇦ does a Barspin)

□ = Quick Tricks ○ = Big Air Tricks

□ Tricks

□ + ⇧ = No Hander
□ + ⇗ = Lookdown
□ + ⇨ = Toadstool
□ + ⇘ = X-Up
□ + ⇩ = No Footer
□ + ⇙ = 1 Handed X-Up
□ + ⇦ = Bar Spin
□ + ⇖ = Seat Grab

○ Tricks

○ + ⇧ = Rocket Air
○ + ⇗ = Pendulum
○ + ⇨ = Front Peg Grab
○ + ⇘ = Back Flip
○ + ⇩ = Indian Air
○ + ⇙ = Tailwhip
○ + ⇦ = No Footed Can Can
○ + ⇖ = Superman

GRIND CONTROLS

To Grind: Hold △ when in the air near a rail, edge, or lip.

Toothpick: ⇧ + △
Double Peg: ⇗ + △
Feeble: ⇨ + △
Foot Plant: ⇘ + △
Icepick: ⇩ + △
Disaster ⇙ + △
Smith: ⇦ + △
Crooked: ⇖ + △

STALLS AND PLANTS

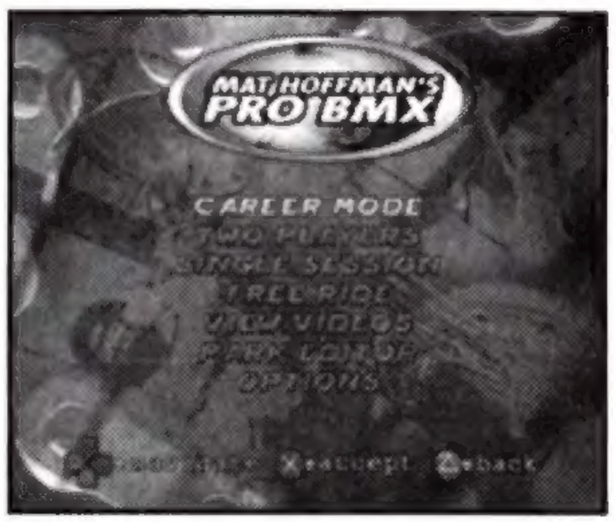
To perform a stall or plant, ride straight up a ramp or quarter pipe holding △ and a directional button. Or jump at a rail, perpendicular to the rail, and press △ and a directional button.

BRINGING BMX TO THE PEOPLE

Mat "Condor" Hoffman, ten-time world vert champ and BMX revolutionary, lives to bring BMX to the people. It started when he hooked a ramp to a diesel truck and toured the country, performing at local county fairs and inventing many of the modern freestyle vert tricks. After that he created the Bicycle Stunt Series, the Crazy Freakin' Bikers Series, and started Hoffman Bikes. Continuing to build the sport, Hoffman formed the Hoffman Sports Association—the production team that produces and sanctions bicycle stunt events in the United States and internationally for many organizations, including ESPN's X Games.

The tradition continues with Mat Hoffman Pro BMX. This time he's hooked up with seven of BMX 's top pros—Escamilla, Kowalski, McCoy, Nastazio, Robinson, Tabron and Thorne. Now, you can ride like these pros, pulling off signature tricks on their sponsored bikes and moving up the BMX ranks. It's PRO BMX—are you ready to ride?

MAIN MENU

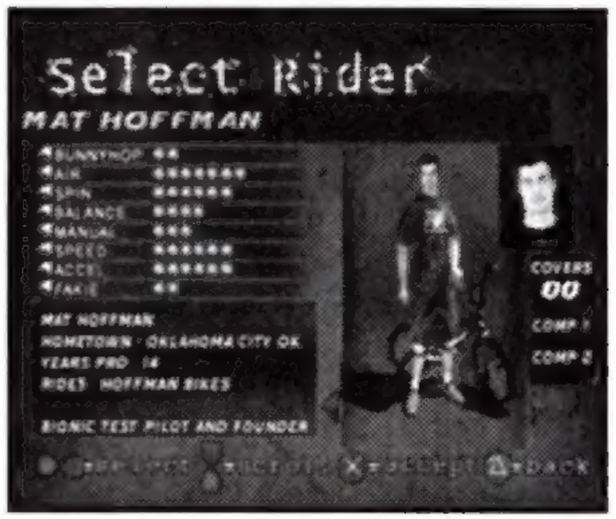


Choose from the following options to begin play. Using ⇧⇩, choose the the type of game you want to play. Press X to start that game. Two controllers must be plugged into the PlayStation to play in the TWO PLAYERS mode.

SINGLE-PLAYER MODES

CAREER MODE

You are a pro rider now, and as any self-respecting pro knows, magazine covers are vital to your career.



Complete the different tasks and you will earn magazine covers. When you have collected enough magazine covers, you will be invited to the elite competitions.

SINGLE SESSION

Choose a single level and ride for two minutes in an effort to set high scores. Only one level is opened at first, Mat Hoffman's Bike Factory in Oklahoma City. Obtain covers in Career Mode to unlock other levels.

FREE RIDE

Choose a level and ride as long as you like. Practice the levels unlocked in Career Mode and learn the lines.

To save a game, be sure there's one block of free space available on your memory card. To check your free memory and/or delete existing games, use the PlayStation's internal Memory Card Manager. In Career Mode, selecting Continue allows you to update on the same block.

MULTI-PLAYER MODES

GRAFFITI

Obstacles are "tagged" with your color by tricking off them. Try to steal your opponent's tags by pulling better tricks off the same object. He or she who tags the most objects wins.

TRICK ATTACK

A free-for-all to see who can create the best lines and rack up the most points.

HORSE

How do you spell defeat? "H.O.R.S.E" (or the word of your choice) in this one-on-one best trick contest. Nail a trick, then watch as your opponent tries to beat it. Your opponent must match or beat your score. If not, he or she gets a letter. First one to get all the letters tastes defeat.

OPTIONS MENU

PLAYER 1&2 CONTROLS

Use ⇦ ⇨ and ⇧ ⇩ to customize your controller setup.

VIBRATION

Toggles DUALSHOCK™ analog controller vibration On or Off.

SOUND LEVELS

SFX Level: Use ⇦ ⇨ to adjust the sound effect level.

Music Level: Use ⇦ ⇨ to adjust the music level.

ADJUST SCREEN

Use ⇧ ⇩ ⇦ ⇨ to adjust the screen to fit on your TV.

LOAD OPTIONS DATA

Use this to load options from previously saved games.

VIEW VIDEOS MENU

Load Replay – Load a previously saved Replay.

Replay Menu

Full Replay – Plays Full Replay of your run from start to finish.

Highlights – Shows a series of snippets of your run.

Exit – Exits to title screen.

While watching your replay, button prompts are listed quickly at the bottom.

✕ – Exits Replay

□ – Pause Replay

○ – Frame advance (you must press □ first)

△ – Faster frame advance (you must press □ first)

Cinematics 1 & 2 – Unlock videos as you play through Career Mode. Get two medals and you've got yourself a movie. Footage includes highlights from each BMX Pro and some special bail sessions.

Activision 02 Video – See video footage from these upcoming Activision games: Kelly Slater's Pro Surfer, Shaun Palmer's Pro Snowboarder, Mat Hoffman's Pro BMX 2 and Tony Hawk's Pro Skater 3.

Game Credits – See the names behind the making of *Mat Hoffman's Pro BMX*.

SCORING TIPS

- Every time you repeat a trick during a run, that trick's point value will decrease. To get a top score you are going to have to think about your line and mix up your tricks.
- Try to trick into and out of every grind.
- Use special tricks for huge scores.
- Big spins (540, 720) will net bigger scores. Use R1 L1 to spin faster.
- Every trick in a combo adds to your multiplier.
- Use manuals to keep your combo going across flat ground sections.
- Trick across gaps (the blue text) to maximize combos.
- Try to land fakies for extra points. While riding fakie after a trick, your rider's Special Meter will fill up.

EXTRA TIP

The Special Meter: Score points to fill up your Special Meter. When it's glowing yellow, you are "in the zone" and will be able to perform your special tricks and have more speed.

THE PROS

Each rider has a unique style and specialized moves to prove it. Use these to maximize your points while creating new trick combos with each pro.

MAT HOFFMAN

Mat "The Condor" Hoffman. 10 world vert championships. Enough said!

○ + ⇧ = Rocket Queen
□ + ⇩ = No Footer Switch Hand

Combo Tap ⇧ + Hold ⇩ + ○ = Back Flip Tailwhip
Combo Tap ⇩ + Hold ⇩ + ○ = Superman 1 Hander
Combo ?+? + □ = Peacock
Combo ?+? + □ = Bar Hop
Combo ?+? + ○ = Triple Tailwhip

MIKE ESCAMILLA

Creating innovations and havoc on any surface. You're going to find out why they call him "Rooftop."

□ + ⇨ = One Footer
□ + ⇖ = Nothing
○ + ⇗ = One Hander One Footer X-Up
○ + ⇦ = Can-Can
○ + ⇩ = Indian Air Superman
△ + ⇘ = Hand Plant

Combo Tap ⇧ + Hold ⇩ + ○ = Back Flip One Footer
Combo Tap ⇩ + Hold ⇩ + ○ = Superman SeatGrabBarSpin
Combo ?+? + □ = Body Varial
Combo ?+? + ○ = Front Flip

CORY NASTAZIO

"Nasty" has a ferocious appetite for back flips.
Feed the monster! DON'T TRY THIS AT HOME ! ! !

□ + ⇨ = One Hander
□ + ⇖ = Nothing
O + ⇗ = One Hander One Footer
O + ⇩ = Indian Air Superman

Combo Tap ⇧ + Hold ⇩ + O = Back Flip Tabletop
Combo Tap ⇩ + Hold ⇩ + O = Superman Seat Grab
Combo ?+? + O = Front Flip
Combo ?+? + O = Double Tailwhip

JOE KOWALSKI

A true warrior of the streets, "The Butcher" has a style all his own. Take him anywhere, he'll chew it up and ask for more.

□ + ⇧ = Neilarm Strong
□ + ⇖ = Nothing Seat Grab
O + ⇩ = Indian Air Seat Grab
O + ⇦ = Can-Can
O + ⇗ = One Hander One Footer X-Up
O + ⇧ = Rocket One Footer Candy Bar

Combo Tap ⇧ + Hold ⇩ + O = Back Flip Table Top
Combo Tap ⇩ + Hold ⇩ + O = Superman Back Peg Bar Spin
Combo ?+? + O = No-Footed Candy Bar One Hander
Combo ?+? + O = Half Barspin Tailwhip

RICK THORNE

Take cover when this biker in black heads to the party. Truly unstoppable style.

- □ + ⇩ = No Footer Switch Hand
- □ + ⇖ = Nothing Seat Grab
- ○ + ⇦ = Can-Can
- ○ + ⇩ = Indian Air Seat Grab
- ○ + ⇗ = One Hander One Footer
- △ + ⇘ = Footplant 360 Tailwhip
- Combo Tap ⇧ + Hold ⇩ + ○ = Back Flip No Footer
- Combo Tap ⇩ + Hold ⇩ + ○ = Double Seat Grab Superman
- Combo ?+? + ○ = Front Body Flip
- Combo ?+? + ○ = Decade Air

DENNIS MCCOY

The renaissance man of BMX, "DMC" has mastery over all the disciplines. Take his trick linking skills to any park and begin the roller coaster ride of your life!

- □ + ⇧ = No Handed One Footer
- ○ + ⇗ = One Hander One Footer
- □ + ⇨ = One Hander
- ○ + ⇦ = One Handed Can-Can
- ○ + ⇧ = Rocket One Footer Candy Bar
- △ + ⇘ = Double Foot Plant
- Combo Tap ⇧ + Hold ⇩ + ○ = Back Flip One Footer
- Combo Tap ⇩ + Hold ⇩ + ○ = Superman Tailwhip
- Combo ?+? + □ = Decade Air
- Combo ?+? + ○ = Double Tailwhip

KEVIN ROBINSON

Take flight with this madman, but look out for the roundhouse kick.

□ + ⇧ = No Handed One Footer
□ + ⇨ = One Footer
O + ⇦ = One Handed Can-Can
O + ⇧ = Rocket One Footer Candy Bar
△ + ⇘ = Double Foot Plant

Combo Tap ⇧ + Hold ⇩ + O = No Handed Back Flip
Combo Tap ⇩ + Hold ⇩ + O = Superman Tube Grab
Combo ?+? + □ = One Handed Swing Leg
Combo ?+? + □ = Bar Hop

SIMON TABRON

WARNING: Please contact your local Air Traffic Control station before use!

□ + ⇨ = One Hander
O + ⇗ = One Hander One Footer
O + ⇩ = Indian Air Superman
O + ⇦ = One Handed Can-Can
△ + ⇘ = Double Foot Plant

Combo Tap ⇧ + Hold ⇩ + O = Back Flip One Footer
Combo Tap ⇧ + Hold ⇧ + O = Superman Seat Grab
Combo ?+? + O = One Handed Swing Leg
Combo ?+? + O = Double Seat Grab Superman

THE GAME LEVELS

HOFFMAN BIKE FACTORY, OKLAHOMA CITY, OK

Mat's training facility and the spot where the new Hoffman Bike models are tested. Bowls, rails, a giant half pipe, and vert wall are just some of the obstacles you will encounter. Check out the dirt section for some serious rhythm jumping.

CONSTRUCTION YARD

Last time we heard, this place was abandoned. That would explain the lack of supervision of the bulldozers and cranes that dot the terrain. They also provide some nice lines and gaps for some sick combos. Create your own lines in this go anywhere environment.

LONDON UNDERGROUND

Freestlyle BMX is huge in the UK and there is no better place to ride than an abandoned tube station. Inspired by many visits to the UK, and many a "Whoa, check out that rail" through the glass of the trains, this level was made for riders on the go. Ramps, funboxes, pipes, and escalators provide ample lines and mega scores.

BLUETORCH COMPETITION 1

Deep in the woods is a dirt course that will make you howl at the moon. Tree branches and giant dirt jumps create wicked lines that can lead to insane scores. Get in the top three and earn a medal.

PARK—NYC

Huge jumps and tons of good street obstacles lead to phat scores and tons of fun. You may even want to stop for a shwarma if you run out of steam.

SEWAGE TREATMENT PLANT

Something stinks, but it definitely isn't the opportunity for good street in this spot. Check out the 21 ft. vert ramp the Condor was towed into or the pool section for some killer transfers.

LA HABRA, CA

Rooftop's backyard, and home to many top bikers and skaters, La Habra has long been a favorite spot for magazine photo shoots. Mike and Luna's ramps as well as the numerous roof ledge jumps make this level truly death-defying.

CRAZY FREAKIN' BIKERS (CFB), COMPETITION 2

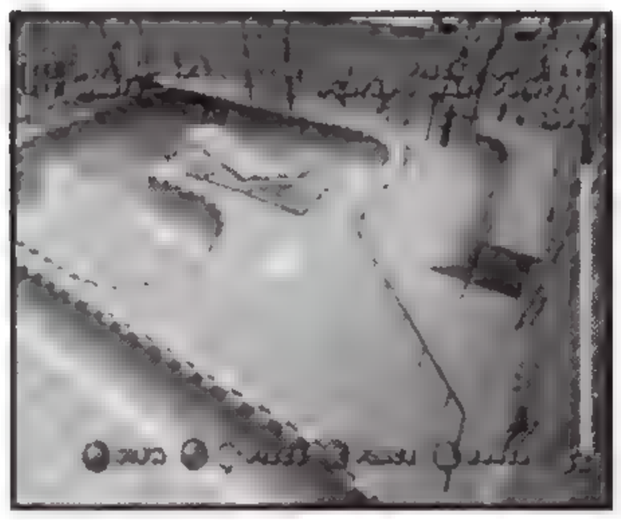
You've made it to the big leagues! The arena is yours for the taking and the crowd is pumped. Get a top-three placing and you will earn a medal.

3D REAL-TIME PARK EDITOR

Note: Activision Customer Support cannot troubleshoot user-made editor parks. To avoid problems, use a variety of pieces while creating a realistic park for the riders.

BASIC CONTROLS

To move selected pieces around your park, use the directional buttons. ○ rotates the pieces and ✕ places them down. △ will erase any pieces intersecting with the current piece.



CHANGING PIECES

L1 and L2 allow you to scroll through the different categories of pieces to choose from. The current category is shown in the upper left corner of the screen. Once you've selected a category, R1 and R2 scroll you through the pieces available in that category.

CATEGORIES AND PIECES

What you want, we got, including:

- Gap Tool: (see next page).
- Risers: Raise the floor not the roof.
- Quarter Pipes: Two sets to choose from.
- Rails: Center and edge rails for extra grind.
- Walls: Ride them if you can.
- Stairs: Ankle busta mecca, many with rails.
- Pools: Construct your own or select pre-made versions.
- Kickers: Launch yourself off ramps galore.
- Benches: Go to school on benches and tables.
- Misc.: High walls, roll-ins, signs, foliage, floors.

OTHER CONTROLS

- □ will rotate the entire park in 90 degree increments. The SELECT button will change the current camera view. The START button will bring up the Park Editor Menu.
- The SELECT button will change the current camera view. Hold the SELECT button and use the directional buttons to rotate the camera.
- The START button will bring up the Park Editor menu.

THE MENU

New Park – Allows you to start over and change the size of your park. The default park size is 24 x 24, but five different dimensions can be selected.

Set Theme – There are four themes to choose from, and the theme can be changed at any time. It will not erase or affect the layout of the park.

Pre-Made Parks – Allows you to load a pre-built park included with Mat Hoffman's Pro BMX. You can learn a lot about park layout by looking at the included parks and can erase and rebuild parts of them.

Save – Save your park to a memory card. The name you save under will become the name of your park.

Load – Load a saved park from a memory card.

Freerun Test – Places you in your created park with the last character you played.

Exit Editor – Select this option to return to the title screen.

Park Tip: To select a different character or to play in a different mode, first save your park. Then quit to the Main Menu, select your preferred mode and character, and when you get to the Level Select, your park should be accessible (except in Career mode).

A FEW SPECIAL PARTS

Risers – Place these building blocks down then place other pieces on top. Use risers to raise the floor or to create hard-to-reach portions of your park.

Restarts – The green object marked "1" is the one player restart. This piece will mark the starting point for player one. Only one can be placed in a level. If you

try to place a second P1 restart, the first one will be moved to the new location. The player 2 restart works the same way; it marks where the second player will start in a multiplayer game. HORSE restarts mark the starting positions in a HORSE game. The player 1 restart also doubles as a HORSE restart. Only six HORSE restarts can be placed in a level.

Mind The Gap – A gap is a difficult jump or maneuver, which deserves extra points, over a spot. Only ten gaps can be placed in a level.

Creating Gaps – Gaps always link two objects together. In the editor, use the Gap Tool to select the first piece involved in the gap (it will flash blue). Then select the second piece to complete the gap. Both objects will be shaded blue to show that they're linked. This will automatically bring up the Gap menu.

The Gap Menu – In the Gap menu you can edit nearly any aspect of the gap you've created. You can name it and set its score. The gap's name is shown in the text at the bottom of the screen when a player completes the gap in the game.

You can always get back to the gap menu by placing the gap tool over a piece shaded blue and pressing ✕.

You can erase a gap by placing the gap tool over a piece involved in the gap (shaded blue) and pressing △. This will remove both sides of the gap.

Gap Type – There are multiple Gap types to choose from:

- Air Gap: Select an area that a rider must jump over.
- Rail Gap: Select a rail that a rider must grind over.
- Manual Gap: Select an area that a rider must manual through.

Adjust Gap – Advanced users can fine tune gaps by rotating or scaling both sides of the "gap grid." The gap grid is shown in wireframe. To get a gap in the game, the player must jump through both gap grids. Set them up any way you like.

CUSTOMER SUPPORT

You must be at least the age of 13 years old in order for us to assist you when contacting Customer Support.

Note: Please do not contact Customer Support for hints/codes/cheats; only technical issues.

Internet: http://www.activision.com/support
Our support section of the web has the most up-to-date information available. We update the support pages daily so please check here first for solutions.

E-Mail: support@activision.com
A response may take anywhere from 24-72 hours depending on the volume of messages we receive and the nature of your problem.

Note: Internet/e-mail support is handled in English only.

Phone: (310) 255-2050
You can call our 24-hour voice-mail system for answers to our most frequently asked questions at the above number. Contact a Customer Support representative at the same number between the hours of 9:00 am and 5:00 pm (Pacific Time), Monday through Friday, except holidays.

Please do not send any game returns directly to Activision. It is our policy that game returns must be dealt with by the retailer or online site where you purchased the product.

Fan Mail: Want to reach Mat directly? Visit www.mathoffman.com

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"Congested"
Performed by Apocalypse Hoboken
Written by Apocalypse Hoboken
Courtesy of Kung Fu Records
(p) 2000

"Great Expectations"
Performed by Jurassic 5
Written by D. Givens, M. Potsic, C. Stewart, C. Henderson, L. McFadden, M. Stuart, L. Coryell
Published by DJ Nu-Mark Music (BMI), Inshallah Music (ASCAP), Macari & Me Music (ASCAP), Manphibian Music (ASCAP), Najla Music (ASCAP), Upper Cut Music (ASCAP), Deganawidah Music (BMI)
Courtesy of Interscope Records under license from Universal Music Enterprises
(p) 2000 Interscope Records

"Wouldn't It Be Nice"
Performed by Pennywise
Written by Randy James Bradbury, Fletcher Douglas Dragge, James William Lindberg, Byron C. McMackin, Jason M. Thirsk
Published by Westbeach Music Inc. (BMI)
Courtesy of Epitaph Records
(p) 1991 Epitaph Records

"Fools Gold"
Performed by the Stone Roses
Written by Ian Brown, John Squire
Published by Zomba Music Publishing Ltd (administered by Zomba Enterprises Inc (ASCAP) for the U.S. and Canada)
Courtesy of Silvertone Records
(p) 1989 Silverton Records

"Absurd (Mighty Dub Katz Mix)"
Performed by Fluke
Written by Michael James Bryant, Jonathan Howard Fugler, Michael James Tournier
Courtesy of Astralwerks Records
Published by Music of V2 America, Inc (ASCAP) - All rights administered in the U.S. by BMG Songs, Inc.
(p) 1997 Circa Records Ltd.
www.astralwerks.com

"52 Girls"
Performed by the B-52's
Written by C. Ayers, K. Pierson, F. Schneider, K. Strickland, C. Wilson, R. Wilson
Published by EMI Music Publishing
Courtesy of Warner Bros. Records and The Island Def Jam Music Group under license from Universal Music Enterprises
(p) 1979

"Everything Turns Grey"
Performed by Agent Orange
Written by Mike Palm and James Levesque
Produced by Robbie Fields and Jay Lansford
Published by Covina High Music (BMI)
Courtesy of Posh Boy Music
(p) 1981 Posh Boy Records
www.poshboy.com

"B.O.B. "
Performed by OutKast
Written by Andre Benjamin, Antwan Patton, David Sheats
As appearing on "Stankonia"
Published by Chrysalis Music, Inc./Gnat Booty (ASCAP), Dungeon Ratz Music, Inc. (ASCAP)
Courtesy of Arista Records
(p) 2000
www.aristarec.com

"Icons"
Performed by Face To Face
Written by Trevor Keith, Scott Shifflett
Published by Trevor Keith Music (BMI) and Scott Shifflett Music (BMI)
Courtesy of LadyLuck Records
(p) 2000

"Break The Grip of Shame"
Performed by Paris
Written by Oscar Jackson
Published by T-Boy Music L.L.C./Scarface Music (ASCAP)
Courtesy of Tommy Boy Music
Song appears on *The Devil Made Me Do It*
(p) 1991
www.tommyboy.com

"Banned In D.C."
Performed by Bad Brains
Written by Earl C. Hudson, Paul D. Hudson, Darryl Aaron Jenifer, Gary W. Miller
Published by Bad Brains Publishing
Courtesy of Astralwerks Records
(p) 1983 Caroline Records
www.astralwerks.com

"Racer X"
Performed by Ten Foot Pole
Written by Dennis Jagard
Published by Meet Mr. Hand Music
Courtesy of Ten Foot Pole
(p) 1993
www.tenfootpole.com

"Push The Button"
Performed by Newcleus
Written by M.B. Cenac
Published by Coznac Music Publishing (ASCAP)
(p) 1984

"I Will Refuse"
Performed by Pailhead
Written by Paul G. Barker, Allen D. Jourgensen, Ian T.G. MacKaye, William Frederick Rieflin
Published by Spurburn Music
Courtesy of WaxTrax! Records/TVT Records
(p) 1988 Luxa/Pan, Inc.

"The CFB Song"
Performed by 20 Minute Crash
Lyrics by Mat Hoffman, Music by 20 Minute Crash
(p) 2000
www.20mc.com

"The Bugs Bite Back"
Peformed by Fila Brazillia
Written by Steven Jon Cobby and David James McSherry
Published by Bug Music, Inc. on behalf of RIGHTEOUSSCENE MUSIC (PRS)
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(p) 1999

"Positive Contact"
Performed by Deltron 3030
Written by Dan Nakamura, Teren D. Jones
Published by Sharkman Songs (ASCAP), Happy Hemp Music (ASCAP)
Courtesy of 75 Ark Entertainment
(p) 3030 75 Ark
www.75ark.com < http://www.75ark.com>

"Grandma Got Run Over By A Reindeer"
Performed by Dr. Elmo
Written by Randy Brooks
Published by Kris Publishing (SESAC), Elmo Publishing (SESAC)
Courtesy of Elmo Shropshire
(p) 1989

"Hip Hop"
Performed by Static-X/Dead Prez
Courtesy of Loud Records
(p) 2000
www.loud.com

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